

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization  
International Bureau(43) International Publication Date  
27 December 2002 (27.12.2002)

PCT

(10) International Publication Number  
WO 02/103970 A1(51) International Patent Classification<sup>7</sup>: H04L 12/66,  
12/28, H04Q 7/24, 7/00, 7/20

(21) International Application Number: PCT/US02/19137

(22) International Filing Date: 17 June 2002 (17.06.2002)

(25) Filing Language: English

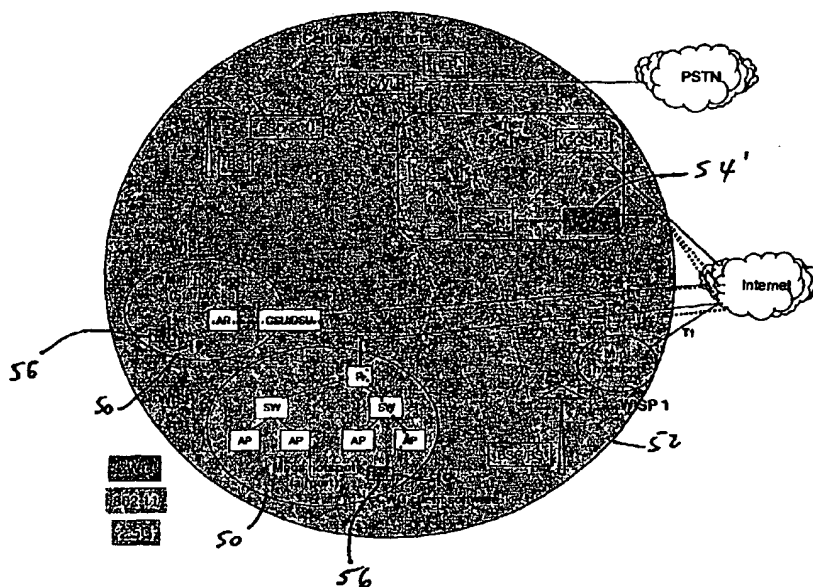
(26) Publication Language: English

(30) Priority Data:  
60/299,126 18 June 2001 (18.06.2001) US(71) Applicant: BROADWAVE, INC. [US/US]; 139 South  
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State Street, Boston, MA 02109 (US).(81) Designated States (*national*): AE, AG, AL, AM, AT, AU,  
AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU,  
CZ, DE, DK, DM, DZ, EE, ES, FI, GB, GD, GE, GH, GM,  
HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK,  
LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX,  
MZ, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL,  
TJ, TM, TR, TT, TZ, UA, UG, UZ, VN, YU, ZA, ZW.(84) Designated States (*regional*): ARIPO patent (GH, GM,  
KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW),  
Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM),  
European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR,  
GB, GR, IE, IT, LU, MC, NL, PT, SE, TR), OAPI patent  
(BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR,  
NE, SN, TD, TG).**Published:**

- with international search report
- before the expiration of the time limit for amending the  
claims and to be republished in the event of receipt of  
amendments

[Continued on next page]

(54) Title: METHOD AND APPARATUS FOR CONVERGING LOCAL AREA AND WIDE AREA WIRELESS DATA NETWORKS



(57) Abstract: A converged network accessible by wireless client devices (fig. 2) includes a wide area wireless network, a local area wireless network, and a gateway linked to the wide area and local area wireless networks for integrating access to the networks by the wireless client devices.

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*For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.*

## METHOD AND APPARATUS FOR CONVERGING LOCAL AREA AND WIDE AREA WIRELESS DATA NETWORKS

### Related Application

5           The present application is based on and claims priority from  
Provisional Patent Application Serial No. 60/299,126 filed on June 18, 2001  
and entitled "Apparatus and Method for the Convergence of Local Area  
and Wide Area Wireless Data Networks."

### Background of the Invention

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#### Field of the Invention

The present invention relates generally to wireless data networks  
and, more particularly, to a method and apparatus for converging local area  
and wide area wireless data networks.

#### 15   Description of Related Art

Wireless data technologies are used to provide Internet and other  
network access to mobile client devices such as, e.g., laptops, personal  
digital assistants (PDAs), and smartphones. With the growing popularity of  
the Internet and the increasing mobility demands from end users, there has  
20   recently been increased interest and activity in wireless data networks.  
Some wireless data technologies are designed to support wide area  
coverage, while others are designed for the local area.

In the wide area, cellular operators such as AT&T are presently  
deploying high-speed packet based wireless wide area networks (WANs).  
25   Older wide area wireless data technologies have used Cellular Digital  
Packet Data (CDPD) and circuit switched data. While these older  
technologies offer coverage over a large area, they are limited in the bit rates  
offered (~20kbps) and accordingly somewhat restrict the types of

applications that could be accessed. With the advent of higher-speed technologies such as General Packet Radio Service (GPRS) and Wideband Code Division Multiple Access (WCDMA), cellular operators are now building out wireless data networks that will provide moderately high speed (~100kbps) access to the Internet. These networks are based on the so-called 2.5G wireless data technologies, such as GPRS and 1XRTT. It is expected that these wireless data technologies will provide convenient access to the Internet over a large coverage area, with each base station in the network typically covering up to several miles. Due the relatively higher bit rate, various applications are now envisioned that will extend the reach of the Internet to the wireless world. Users are expected to access these networks through various client devices such as next-generation smart phones as well as PDAs and laptops with 2.5G network interface cards.

In the local area, enterprises and universities are now deploying wireless local area networks (LANs) based on the IEEE 802.11b standard. Users with client devices such as laptops and PDAs use an 802.11 network interface card that enables them to access the Internet without having to be attached to a desktop. The current 802.11 technology allows access at speeds up to 11 Mbps over a range of several hundred feet. In addition to replacing traditional Ethernet-based local area networks, these wireless LANs are now also being deployed in novel settings. Of special interest is the increasing deployment of these 802.11 based networks in public spaces and hot spots such as, e.g., airports, convention centers, hotels, and even local coffee shops. These hotspots promise to provide localized wireless access at fast speeds. The hotspots are typically managed by local wireless Internet service providers (ISPs) such as, e.g., Wayport or by wireless LAN infrastructure integrators such as, e.g., Concourse Communications.

Advantages of WANs include wide coverage and "always on"

access. These networks typically cover large areas of several miles. Due to the packet-based nature and the large coverage areas of these networks, 2.5G enables data access all the time.

Disadvantages of wide area networks include limited bit rate and expensive equipment. Compared with the data speeds of several Mbps typically available in enterprises today as well as the 11 Mbps rate offered by 802.11b, the data rates achievable with 2.5G are quite limited. For example, most 2.5G networks will offer data rates of only up to 144 kbps. Also, the equipment needed to deploy the 2.5G networks is quite expensive, in line with costs of traditional carrier-scale switching systems. A base station, e.g., can typically cost several hundred thousand dollars.

Advantages of the 802.11 LANs include a high data rate and inexpensive equipment. Relative to the 2.5G networks, the wireless 802.11 LANs can support peak data rates of up to 11 Mbps in current generation technology. Further enhancements to this technology can support up to 54 Mbps data rates as well (802.11g and 802.11a). The cost of 802.11 equipment is also quite reasonable, and is typically a couple of orders of magnitude below that of the WAN networks. Also, the 802.11 networks operate in the unlicensed band. As a result, there are no spectrum acquisition costs associated with wireless LAN deployments.

Disadvantages of 802.11 based networks are limited coverage and no "always on" access. The coverage of each 802.11 base station (called access point) is typically limited to 150-200 ft. Also, since the coverage areas are limited, it is prohibitively expensive to deploy 802.11 based networks over large areas. As a result, it is not practical to obtain the same benefit of 'always on' access for these networks.

### **Brief Summary of Embodiments of the Invention**

Some embodiments of the invention are directed to a converged  
5 network accessible by wireless client devices. The converged network includes a wide area wireless network, a local area wireless network, and a gateway linked to the wide area and local area wireless networks for integrating access to the networks by the wireless client devices.

Some embodiments of the invention are directed to a gateway for  
10 converging access by wireless client devices to a wide area wireless network and to a local area wireless network. The gateway is linked to the networks and emulates an interface in the wide area network.

Some embodiments of the invention are directed to a method of  
operating a wide area wireless network to provide users of wireless client  
15 devices integrated access to the wide area wireless network and to a local area wireless network. The method includes detecting the presence of a wireless client device in a coverage area of the local area wireless network, authenticating the user of the wireless client device, and enabling the user to access the local and wide area wireless networks when authenticated.

20 These and other features will become readily apparent from the following detailed description wherein embodiments of the invention are shown and described by way of illustration of the best mode of the invention. As will be realized, the invention is capable of other and different embodiments and its several details may be capable of  
25 modifications in various respects, all without departing from the invention. Accordingly, the drawings and description are to be regarded as illustrative in nature and not in a restrictive or limiting sense with the scope of the application being indicated in the claims.

### Brief Description of the Drawings

FIGURE 1 is a schematic diagram illustrating the system architecture  
5 for a GPRS network in accordance with the prior art.

FIGURE 2 is a schematic diagram illustrating the system architecture  
for a converged network using a converged wireless gateway (CWG) for  
base station emulation in accordance with some embodiments of the  
invention.

10 FIGURE 3 is a schematic diagram illustrating deployment of CWGs  
in accordance with various alternate embodiments on the invention.

FIGURE 4 is a schematic diagram illustrating CWG emulation of a  
GPRS cell in accordance with some embodiments of the invention.

FIGURE 5 is a diagram illustrating a client initialization process in  
15 accordance with some embodiments of the invention.

FIGURE 6 is a diagram illustrating a CWG initialization process in  
accordance with some embodiments of the invention.

FIGURE 7 is a schematic diagram illustrating CWG interfaces in  
accordance with some embodiments of the invention.

20 FIGURE 8 is a schematic diagram illustrating a protocol stack for a  
CWG in accordance with some embodiments of the invention.

FIGURE 9 is a schematic diagram illustrating a per user state

machine maintained by a CWG for each mobile station (MS) in accordance with some embodiments of the invention.

FIGURE 10 is a diagram illustrating states maintained by the CWG for users in accordance with some embodiments of the invention.

5           FIGURE 11 is a schematic diagram illustrating the structure of CWG client software in accordance with some embodiments of the invention.

FIGURE 12 is a diagram illustrating a client authentication process in accordance with some embodiments of the invention.

10           FIGURE 13 is a schematic diagram illustrating CWG context creation in accordance with some embodiments of the invention.

FIGURE 14 is a schematic diagram illustrating a system architecture for a CWG through SGSN emulation in accordance with some embodiments of the invention.

15           FIGURE 15 is a schematic diagram illustrating a system design for a CWG with SGSN emulation in accordance with some embodiments of the invention.

FIGURE 16 is a schematic diagram illustrating system interfaces for an SGSN-based CWG in accordance with some embodiments of the invention.

20           FIGURE 17 is a schematic diagram illustrating a system architecture for a CWG connected through a GGSN in accordance with some embodiments of the invention.



FIGURE 18 is a schematic diagram illustrating a system design for a GGSN-based CWG in accordance with some embodiments of the invention.

FIGURE 19 is a schematic diagram illustrating system interfaces for a GGSN-based CWG in accordance with some embodiments of the invention.

5        FIGURE 20 is a diagram illustrating call flow for a GGSN-based CWG in accordance with some embodiments of the invention.

### Detailed Description of Preferred Embodiments

The present invention is generally directed to a method and  
5 apparatus for integrating wide area and local area wireless networks  
operated, e.g., by wireless carriers and hotspot operators, respectively.  
Various types or levels of integration can be provided such as, e.g., AAA  
integration, traffic integration, and session integration. Briefly, AAA  
integration is the integration of the authentication, authorization, and  
10 accounting functions so that use of both the local and wide area networks  
by a client user is authenticated and billed by one party, e.g., the 2.5G  
carrier's network. Traffic integration enables traffic and services from the  
carrier's network to be available to the 802.11 user within the hotspot  
operator's network. Session integration enables the user to have a seamless  
15 session as he moves from one network to another. Integration can be  
achieved using a client software that runs on the 802.11 access device and a  
server component that is deployed close to or at the carrier's network and  
links into the carrier's network.

In accordance with various embodiments, a converged environment  
20 is provided where hotspots and the wide area networks merge with each  
other. The following scenario illustrates one example of the use of such a  
converged environment: A business user arrives at a hotspot such as, e.g.,  
one at an airport. At the airport, the user gets access to high-speed data  
using a wireless LAN technology. The user then boards a rental car shuttle  
25 and drives away from the airport and out of the LAN coverage area. Since  
there is no wireless LAN coverage on the way to the rental car pick up  
location, the user switches to available wide area technology, such as 2.5G,  
and continues to access the Internet and run applications without  
interruption, although at a lower speed. At the rental car pickup, 802.11  
30 access is available, and the user transparently switches to the high-speed

network access method. The user then drives to the hotel, using the wide area 2.5G network on the way. Finally, there is a 802.11 deployment at the hotel, and the user switches back to that. Thus, by enabling convergence, the end-user can use the most appropriate access technology available at a given location. At locations where there is 802.11 access, the user uses that to get high-speed connectivity. When there is no access, the user still gets coverage by connecting through the wide area. Further, the user preferably gets a single bill from a single carrier itemizing the usage at different hot spots. Due to its lower installation cost, 802.11 based access will typically cost much less than the 2.5G access.

Convergence benefits can also be applied to enterprises, which can provide access to their services from both local and wide area networks.

As previously mentioned, multiple types or levels of convergence of the wireless LANs and WANs can be achieved. The so-called AAA integration is the integration of the authentication, authorization, and accounting systems of the wireless LAN and WAN networks. Currently, wireless ISPs manage the authentication and billing for wireless LAN usage, while cellular operators manage billing and authentication for the 2.5G usage. It would be advantageous for end users to have only one entity providing billing and authentication when both networks are used. This makes it convenient for the user by not requiring him to get accounts with different wireless ISP's that may be running different hot spots. Further, this integration also delineates customer ownership. A cellular operator can become the "owner" of the end customer by providing an integrated billing system. This system can allow the end user to be associated with a single field in the carrier's billing table.

Through this level of integration, the cellular operators' database authenticates a wireless LAN user, who is also a cellular customer.

Traffic integration between LAN and WAN networks allows traffic and services from the 2.5G network to be accessible within the hotspot LAN network. Examples of such services can include push-based applications such as paging and messaging that are offered by the cellular operator.

- 5 While these services can be accessed from the cellular network, they cannot be easily accessed from the LAN. By allowing traffic to flow from the carrier's network into the wireless LAN network, these services can be made accessible to wireless LAN users in the hotspot.

- 10 Because of their larger installed base of users, carriers are typically able to more affectively broker relationships with various application providers compared to smaller hotspot operators. Accordingly it is often difficult for hotspot operators to provide the same rich set of applications and services to their users. By integrating traffic flows, the end user can get access to these applications within hotspots as well.

- 15 Session integration is another level or type of integration between the LAN and the WAN. Through this level of integration, seamless connectivity can be provided as a user moves from one network to the other. In other words, the user maintains a session, no matter what access mechanism he is using. A dual mode terminal that can dynamically switch  
20 between the two air interfaces can be used to provide session integration.

Network architecture for existing WAN and LAN systems

Currently, 2.5G wide area wireless networks co-exist with 802.11 based local area network hotspots, with no interaction between the two networks. FIGURE 1 illustrates current generation wireless data architecture. The upper part of FIGURE 1 illustrates the typical system architecture for a GPRS-based 2.5G network technology. This general architecture is functionally similar for other wireless WAN technologies such as CDMA-based 1XRTT technology. A GPRS-based architecture is described for ease of explanation, but it should be understood that various embodiments of the invention can also be used with the 1XRTT technology and other wireless technologies.

The 2.5G GPRS network architecture is typically managed by a cellular operator such as, e.g., AT&T Wireless. This network can support voice as well as data transactions. Mobile stations (MS) 10, which are also described herein as wireless client devices (such as, e.g., laptops, cell phones or PDAs with a GPRS NIC), connect to a base station (BS) 12. Multiple base stations 12 connect into a base station controller (BSC) 14. Voice traffic is sent from the BSC 14 to the Mobile Switching Center (MSC) 16. A Packet Control Unit (PCU) installed at the BSC 14 separates out data traffic coming from the MS 10. The data traffic is managed by the cellular operator's wireless data network. More, specifically, the data traffic goes to a SGSN (Serving GPRS Service Node) 18. A carrier's network typically has multiple SGSNs. The SGSNs authenticate mobile users by querying an HLR (Home Location Register) database. The SGSN 18 is also responsible for managing traffic, and it routes data traffic over the carrier's GPRS network to a Gateway GPRS Service Node (GGSN) 22. The GGSN 22 is a border router which routes traffic to and from the GPRS network into the public Internet. As a user moves across cells, the user becomes associated with different SGSNs. The SGSNs are responsible for managing the mobility of

the user. FIGURE 1 shows specific interfaces between different elements of the WAN network 8. These interfaces are defined by the GPRS standard published by the ETSI and the 3GPP.

The lower portion of FIGURE 1 shows the network architecture for local wireless LANs 24 deployed, e.g., in hot spot locations. As mentioned earlier, hotspots can be deployed at various locations such as, e.g., at airports, convention centers, and in the local coffee shops. Hotspots can be classified into two general categories: mini hotspots and mega hotspots. A mini hotspot is a relatively small deployment such as, e.g., in a coffee shop. A mini hot spot deployment typically comprises a single wireless LAN 802.11 based access point (AP) 26 and provides connectivity into the Internet typically over a DSL, T1, or a leased line. A mega hotspot is a deployment that supports a set of access points and covers a moderate sized area such as, e.g., a convention center. Such a deployment typically has multiple APs connected through Ethernet switches and a router to the public Internet typically over a T1 or a leased line.

The hotspots are typically managed and operated by wireless ISP's (WISP) or wireless system integrators. Users with laptops or PDA's with 802.11 based network interface cards (NIC's) can use the 802.11 based wireless network to access the Internet.

Users are typically authenticated by the hotspot operator's AAA system that typically uses RADIUS (RFC 2865, 2866).

LAN/WAN Integration Using a CWG

Currently, WANs 8 operated by cellular carriers and LANS 24 operated by wireless ISPs are separate, i.e., not integrated. Each operator manages its own network and has its own customers. Various  
5      embodiments of the present invention are directed to converging the wide area and local area wireless networks through an appliance called the Converged Wireless Gateway (CWG).

Briefly, the CWG enables integration at various levels including  
10      (1) authentication of the wireless LAN user against his profile in the GPRS network; (2) enabling GPRS services and traffic to flow through the wireless LAN hotspot; and (3) managing seamless sessions between GPRS and wireless LAN.

FIGURE 2 generally illustrates the system architecture for integrating  
15      LANs 50 with WANs 52 in accordance with some embodiments of the invention. In these embodiments, convergence is achieved using a CWG 54 and a CWG client 56. The CWG 54 is a gateway between the wireless LAN 50 and the GPRS network 52. The CWG 54 can be deployed in multiple ways by emulating different interfaces within the GPRS network 52 as illustrated in FIGURE 3.

20      A CWG 54' can be deployed, e.g., by emulating a basestation/packet control unit (BS/PCU) and connecting to the SGSN 18 within the GPRS network. Through this design, the CWG 54' can make a wireless LAN hot spot look like a GPRS cell to the SGSN. To accomplish this, the CWG emulates several functions within the mobile station, the BS, and the PCU.  
25      By masquerading as a GPRS cell, this design enables the wireless LAN cell to leverage several key features and functionalities within the GPRS

network. In particular, it can leverage the authentication and mobility management capabilities of the SGSN.

Alternatively, a CWG 54" can be deployed by emulating a SGSN and by connecting to the GGSN 22 and other SGSNs 18 in the GPRS network.

- 5 From the GPRS network perspective, the CWG 54" looks like a SGSN, while from the LAN side, the CWG looks like a LAN interface. In this approach, the CWG emulates the SGSN and can leverage the mobility management infrastructure of the GPRS network.

- 10 As a further alternative, a CWG 54'" can be deployed as a GGSN interface. In this approach, the CWG connects to the GGSN 22 from the external side, as against the GPRS network side. In this case, the CWG is a gateway that connects to the GGSN and leverages authentication infrastructure within the GPRS network.

- 15 A CWG client 56 is installed on the MS 10. The client software can include information downloaded by the operator when the user first subscribes to hotspot access. The client is responsible for conveying identification information as well as for assisting in traffic and mobility management. Note that the client software is generally needed to provide session and traffic integration and is optional if only AAA integration is  
20 desired. If present, however, the client software communicates with the CWG to authenticate the user with the GPRS network.

- The following is a more detailed description of the CWG deployment using BS emulation. (Description of CWG deployment using SGSN emulation and GGSN emulation in accordance with alternate embodiments  
25 will be provided further below). The CWG connects the hotspot to the SGSN in the GPRS network. When connecting to the SGSN, the CWG can



emulate the standard interface used by native GPRS base stations connecting into the SGSN. Specifically, the CWG can connect to the SGSN over a frame relay connection, as specified by the GPRS standard. This link can be defined to be the Gb interface as per the GPRS specifications (3GPP  
5 TS 23.060).

Each CWG can have a frame relay connection to interface with the SGSN. There are several possible locations where the CWG can be deployed including, e.g., the following: (1) at the hotspot, connected to an edge router; (2) at an ISP POP or data center; (3) hosted anywhere on the  
10 Internet; and (4) within the carrier's premises or in proximity to the SGSN.

While any of these deployments can be used, locations (3) and (4) are preferred. This design choice simplifies the deployment of the CWG since it is not necessary to provision additional T1 or E1 connections from each hotspot area. Also, this architecture permits users from different carriers to  
15 access a given hotspot without requiring each carrier to provision a CWG interface at each hotspot.

FIGURE 4 describes this system design in greater detail. In a typical GPRS network, multiple GPRS cells 60 typically are grouped into a routing area 62. One or more routing areas are controlled by a SGSN 18. SGSNs  
20 communicate with the HLR 20 to get authentication information.

The CWG 54' can be connected between an 802.11 cell and the SGSN 18. In a preferred embodiment, the CWG is located within or close to the carrier premises. A Frame Relay link is provisioned between the CWG and the SGSN. The hotspot users connect to the CWG over the public Internet  
25 or via a dedicated connection. The CWG makes the 802.11 cell appear to the SGSN as any other GPRS cell.

Typically, a few hotspots will be associated with a CWG. This association can be based on geographic proximity. This CWG in turn is connected to the most proximate SGSN. A CWG connects to only one SGSN. More than one CWG may be connected to a particular SGSN.

5           A more detailed description is provided below of the operation of a CWG based system.

1.       To use the converged networks, the end user typically signs up with his wireless operator (e.g., AT&T wireless) to start using 802.11 hotspots. This can be done, e.g., through a web interface.

10           2.       The operator downloads a relatively simple client software on the user's 802.11 device. The client software is used for managing the sessions between the LAN and the WAN. The client may optionally include the user's identification within the GPRS network. The user's identification can be encrypted and stored in non-volatile memory on the  
15   802.11 device. In some embodiments, the client is not used if, e.g., only AAA integration is desired.

3.       The CWG client detects the presence of a CWG when it comes within an 802.11 hotspot affiliated with the converged network. Specifically, the CWG gateway can periodically broadcast beacons  
20   advertising its presence. If the CWG client detects a CWG broadcast message, it requests authentication with the CWG.

4.       The 802.11 hotspot can be configured to let the authentication messages from the CWG client go out of the network. (Currently, the 802.11 hotspot will authenticate its users before letting any traffic go out of the  
25   hotspot.)

5. The CWG, in turn, requests authentication with the GPRS network on behalf of the 802.11 user, by presenting itself as a GPRS client to the SGSN.

6. The CWG goes through the authentication process with the GPRS network through the SGSN. The SGSN authenticates the user. The CWG then conveys the authentication to the CWG client and enables the user to access the GPRS network as if it were a GPRS user. Once authenticated, the CWG also enables traffic to be routed from the 802.11 network over the GPRS network.

7. When the user sends traffic, certain services and applications are allowed to go through the carrier's network. These services are identified within the client software. Other traffic is routed over the public Internet directly.

The key functionality of the CWG can therefore be summarized as follows: (1) logical emulation of a GPRS mobile station; and (2) physical emulation of a GPRS Base Station and Packet Control Unit

The CWG architecture has several advantages. First, it provides easy access to the HLR. By emulating the MS to the SGSN, the CWG can access authentication information within the HLR by leveraging the SGSN. It does not have to replicate any of these functions or tap into the database itself. Second, the CWG architecture facilitates mobility management. By leveraging the SGSN infrastructure, it is possible to achieve seamless mobility. As the end user moves from a GPRS cell to a CWG-controlled 802.11 cell, the SGSN manages the mobility as if the user were moving between GPRS cells. Third, the CWG can be easily deployed. The architecture of locating CWG close to carrier's network makes it possible to

share the CWG among multiple hotspots, and does not require special provisioning within each deployment. Fourth, the CWG provides multi-carrier support. Since a CWG is not required at each hotspot, users from multiple carriers can access a hotspot location. The client directs the traffic  
5 to the appropriate CWG in the corresponding carrier's network.

The three primary parties involved in the converged operation are the end-user, the hotspot operator, and the carrier. To enable converged network access, each will generally to make some changes to their respective system. For example, as will be described below, the end-user  
10 runs a CWG client, which can be downloaded when the user signs up for the CWG service. Also, the hotspot operator may need changes to allow roaming users to pass through its network. Specifically, users who do not belong to the hotspot ISP should be able to get authenticated with the carrier and their traffic should subsequently be passed through. Also, the  
15 wireless carrier will deploy the CWG to enable the convergence. The CWG is set up initially to connect to the appropriate network elements. It should also be configured to broadcast itself to the hotspots.

As mentioned previously, the 802.11 user can sign up with the wireless WAN operator to get access to hotspot locations. An example  
20 procedure for this user initialization is described in FIGURE 5. The user can first contact the WAN cellular operator (e.g., the cellular operator's web site 66) to register for hot spot access. The carrier requests user information such as, e.g., his mobile phone number, the type of device he will use to access the network from, etc. On receiving the response, the carrier  
25 downloads the appropriate client software 56 on the user's device 10. The client can support various user devices 10 such as PDAs and laptops. The carrier also receives the user's information in the 2.5G network from the HLR 20. This information is then encrypted and stored onto the user's device 10. A 'soft authentication' approach is preferably used.

Alternatively, the user can be authenticated through other mechanisms such as login/password or a hardware SIM. The carrier also sets up default CWG locations within the client software. (To subsequently modify the client software, the CWG 54' can trigger automatic updates and downloads depending on the version of the client software.) Once this initial setup is done, the client is ready to access the GPRS network.

Currently, most hotspot operators control access to the hotspot. A user is expected to sign up for hotspot usage with a wireless ISP. When the user comes to the hotspot and starts transmitting data, the hotspot intercepts the traffic. It queries the user for a login/password before letting traffic pass through. Once the user is authenticated, the hotspot allows that user to access the network.

The hotspot can be programmed to allow the CWG authentication messages to go through to the public network (to the CWG). Once the user is authenticated, it can allow the traffic from the user to flow through. Also, the hotspot device can be configured to broadcast the CWG beacon messages. These features can be supported relatively easily within existing authentication mechanisms supported by the hotspot. Most hotspot operators today deploy the hotspot with a NAS (Network access server) that blocks user traffic before authentication. The CWG can be designed to interface with the NAS.

The CWG client sends identification information to the CWG. It can also assist in other mobility and billing functions as described below.

The client is designed to start its operation when it detects a CWG. This ensures that the CWG functions are active only in designated convergent areas (and not in every place that might have a 802.11

deployment such as a home). As a result, the CWG needs to announce its presence to CWG clients. This can be accomplished using beacons, which the CWG can periodically send out. A beacon is typically a short IP packet that gives its location. The default beacon interval is 100 ms but it can be  
5 changed as desired.

The CWG client listens to these beacons to recognize whether it is in a hotspot that is covered by the CWG and starts activating itself with the GPRS network through the CWG. Since the CWG is typically not located within the hotspot, it is important for the CWG's beacons to reach the  
10 hotspot. To accomplish this, the CWG can be programmed with locations of all hotspots that are enabled to access the GPRS network. As more hotspots sign up for CWG access, these locations are programmed within the CWG.

As shown in FIGURE 6, the CWG broadcasts its presence beacons  
15 periodically to all enabled hotspot locations. These locations, in turn, broadcast the beacons to respective internal networks.

Hotspot locations within a region can be associated with a particular CWG. This association can be determined based on geographic proximity. This CWG sends its broadcasts to those locations. Thus, clients in that  
20 region get associated with that CWG. This CWG, in turn, is connected preferably to the most proximate SGSN. A CWG connects to one SGSN. More than one CWG may be connected to a particular SGSN.

FIGURE 7 illustrates the physical and the protocol interfaces for the CWG 54'. The CWG client 56 sends IP packets to the CWG 54' over the  
25 public Internet. The AP 26 within the hotspot is allowed to forward authentication requests as well as traffic for CWG clients 56. The CWG 54'

receives TCP/IP packets over the Internet from the hotspot. The CWG 54' converts these packets to the GPRS format, in the IP and SNDTCP (as defined by 3GPP TS 23.060) stack, and sends the converted packets to the SGSN 18. The SGSN 18 expects input from the GPRS BSS/PCU over a Frame Relay link. In order to emulate the BSS/PCU, the CWG 54' sends output packets over Frame Relay to the SGSN 18. Specifically, the CWG output interface resembles the Gb interface as specified in the GPRS standard.

As previously mentioned, the CWG can also allow traffic integration. Specifically, for services hosted by the carrier, traffic is allowed to and from the hotspot user to go through the carrier's network. In this case, the CWG client sends traffic to the CWG. This can be accomplished, e.g., either by tunneling the packets or by changing the header to send to the CWG. The CWG can then re-route the packets appropriately.

The 802.11 user can be identified within the GPRS network through his IMSI (a 15 bit unique non-dialable number that identifies the subscriber and subscription within the GSM network) identifier, while the particular session in the hot spot is associated with an IP address. The CWG can maintain this mapping between the two networks.

FIGURE 8 shows the protocol stack within the CWG 54'. Specifically, the CWG 54' emulates a combination of the protocol stacks on the mobile station and the Base Station PCU. The stack for the transmission and the signaling plane is shown in FIGURE 8. The CWG 54' gets incoming IP packets from the MS 10 and adds SNDTCP headers as well as BSSGP (as defined in 3GPP TS 23.060) headers. The receiving SGSN 18 processes these packets as though they came from a GPRS MS over the GPRS BSS link. On the signaling side, the CWG 54' maintains the GPRS Mobility Management and Session Management states for each user that it emulates.

The CWG maintains a set of states and data structures for each user who connects through it. For each user, the permanent IMSI identifier maintained by the GPRS network is used for authentication and billing. For each session, the 802.11 user might have a different IP address within the hot spot. Each session is identified on the hot spot side by an IP address. The CWG maintains a mapping of the IP address with the IMSI ID on the GPRS side.

Each MS 10 can be in one of three GPRS states: idle, ready, and standby. An MS moves from idle state to ready state after it attaches itself with the GPRS network. It moves from the ready state to the standby state after extended period of inactivity. It moves from standby state to ready state when it is ready to send/receive data. In a typical GPRS network, the MS maintains these states. In the converged network, the CWG 54' maintains these states for each hotspot user it supports. FIGURE 9 shows a state machine that the CWG 54' maintains for each MS 10.

FIGURE 10 shows the state maintained for each user within the CWG 54'. The IMSI number from the GPRS network uniquely identifies each user. The session is identified by the IP address from the hotspot. The shaded box 68 shows the state specific to the CWG, including the IP address, 802.11 security information, as well as specific charging information that may be collected. The CWG 54' also maintains the Mobility context 70 as well as the PDP context 72 for each user, which would otherwise have been maintained by the GPRS MS.

The architecture of the client software on the MS is now described. As mentioned earlier, when a user subscribes to a hotspot service from the wireless carrier, the operator downloads a thin client and some software on the user terminal. The operator also stores identification information on the client. (If the client has a SIM Card functionality, this information could be



read from the SIM card as well).

FIGURE 11 shows the general structure of the client software 74. This architecture does not require a GPRS stack to be present on the client.

- The functions of the application layer 76 software can include the following:
- 5 (1) detect 802.11 network interface activity to determine if it is in the 802.11 vicinity;
  - (2) scan for CWG beacons and request for login with the CWG;
  - (3) send identification information to the CWG;
  - (4) tunnel and de-tunnel packets to the CWG for applications that need to go through the GPRS network;
  - and (5) billing and monitoring capability for usage tracking.
- 10 The client can be responsible for determining which packets are tunneled to the CWG. Authentication information is sent to the CWG. In case of application traffic, the CWG client either sends the traffic directly to the hotspot, or tunnels it to the CWG. In the first case, the hotspot allows the traffic to go through as if it were normal 802.11 traffic. In the second
- 15 case, the CWG client tunnels the traffic to the CWG, emulating a point-to-point link. The CWG then detunnels the data, converts it to GPRS format, and sends it to the SGSN. For incoming traffic, the CWG receives data from the GPRS network, tunnels it to the CWG client over the public Internet, and the client detunnels the packets. Tunneling can be accomplished either
- 20 by a IP in IP tunnel, or by changing header information.

To determine which services need tunneling and which do not, the client is programmed with applications that are directed to the GPRS network. As new applications are added, the client can be updated as needed. This can be accomplished through the CWG checking the version

25 of the client and automatically upgrading it, if necessary.

In order to enable seamless sessions, the client should support multiple access technologies. For instance, a client can have a dual mode NIC, with GPRS and 802.11 support. One example of such a dual mode card is the so-called "D211" card available from Nokia. If the user starts a  
5 session in the GPRS network, but moves to a hotspot region, the terminal senses the presence of a 802.11 interface. In this case, it is preferred that the user switch over the 802.11 network. This preferably happens transparent to the user. While this happens, the client's session should also remain active. Dual mode NICs should have driver support to seamlessly transfer  
10 the application traffic to the appropriate driver. (Specifically, the selection of the appropriate air interface can be done by either signal strength or by pre-defined preferences.)

If the user has two network interface cards, additional software functionality can be supported on the NIC so as to determine the network  
15 interface to forward the traffic to. For example, a network layer shim module that will send traffic to the appropriate NIC can accomplish this.

The sequence of operation is shown in the call flows of FIGURE 12 and FIGURE 13. To get authenticated, the 802.11 terminal 10 needs to first 'attach' itself to the GPRS network. This process includes authentication  
20 with the HLR 20. FIGURE 12 shows the different steps in the process. The MS 10 requests login into the GPRS network. The CWG 54' queries the MS for its GPRS-specific information. This information can be stored into the MS at the time the user subscribed for the carrier's hotspot service. The client 56 on the MS 10 provides this information to the CWG 54', preferably  
25 transparent to the end-user. The CWG 54' in turn makes an attach request to the SGSN 18 on behalf of the user. The SGSN 18 processes this as a native GPRS attach process. Once the GPRS user has been attached, the user is authenticated into the network. Once the user is authenticated, the MS is in the 'ready' state.

Once a MS is attached, a Packet Data Protocol (PDP), e.g., IP, context is created for each data session. The CWG creates the PDP context as shown in FIGURE 13. In case of pull applications, the MS 10 requests a PDP session to be created. This is shown in step 2 in FIGURE 13. For push  
5 applications, when data is received for a user at the GGSN 22, the GGSN queries the HLR 20 for the SGSN 18 controlling the user and sends a request through the SGSN 18 to the CWG 54' to create a PDP context for the session. The CWG 54' in turn creates a session and then traffic can be communicated to the MS 10 through the CWG 54'.

10 The attach step is sufficient to authenticate the 802.11 hotspot user into the GPRS network if only AAA integration is desired. For traffic integration, a PDP context is to be created.

The CWG architecture has an inherent ability to support seamless sessions and session mobility. As previously mentioned, the CWG enables  
15 the 802.11 hotspot to appear to the SGSN as a GPRS cell. As a result, the GPRS network sees an attached end user even when he is in a 802.11 network. Consequently, as the user moves from one cell to another, the SGSN manages mobility of the user as if it were a GPRS user.

To understand further how session integration works, consider the  
20 case where the end user started a session within the GPRS network. Also assume that the user has a dual mode terminal that is capable of accessing both air interfaces. The terminal can be designed to switch from the WAN (GPRS) interface to the 802.11 interface. This switch may be parameterized based on signal strength, giving priority to the 802.11 interface when  
25 present. When the MS detects a 802.11 network, the client on the MS sends a request to the CWG to attach itself to the GPRS network. When the CWG sends the attach information, the SGSN sees that the client was already attached from a previous base station. Consequently, it manages the

mobility process as it would for a typical GPRS user moving from one BS to another. If the previous BS was controlled by the same SGSN, routing information does not need to be conveyed anywhere else. If the previous BS was attached to a different SGSN, the SGSN contacts the old SGSN, gets  
5 the information, and continues operation. When the user then moves back onto the WAN network, the new BS sends information to the SGSN and the same process repeats. Thus, session mobility is automatically supported by the inherent design of the CWG architecture.

One component of the AAA integration functionality is integrating  
10 billing information. Carriers can support an 'all you can eat' type of billing model for hotspot usage, where the user is charged a flat fee and can access any amount of data. In this case, there is no special need to measure actual data usage. However, if the carrier is interested in determining the actual amount of data used, the type of service used, or duration, the CWG client  
15 can be enhanced to collect some of the billing information. Since the data may not all flow from the CWG, the client can measure this information. This information can be obtained by reading the packets transferred at the network interface. The traffic that flows through the actual carrier's network can be metered by the SGSN as normal GPRS traffic.

20 The network architecture for the CWG to operate with the GPRS network is now described. As previously mentioned, the CWG concept can be extended to support several interfaces. For instance, the CWG can allow integration between 802.11 and CDPD or other circuit switched data. Similarly, the CWG can be designed to support other 2.5G technologies,  
25 such as 1XRTT. Other wireless data technologies, such as Metricom or private wireless networks can also be extended to connect to the carrier's core data network through the CWG.

Other possible features included within the CWG are now described.

In addition to the AAA, traffic, and session integration functions, the CWG can be expanded to support several other features. First, a cache can be included within the CWG. This can provide fast access to frequently accessed information from the hotspot. In addition, this can lead to a saving of backhaul bandwidth from the hotspot. Second, since the billing system for the hotspots could be different from the billing policies deployed in the GPRS network, the CWG can collect billing information for the 802.11 sessions, such as application type, volume of data, QoS, session duration etc. This information can be stored in IPDR (IP data records as specified by ipdr.org consortium) format and can be provided to the carrier's billing system. Third, the CWG can also manage mobility within the LAN, as clients move from one AP to another. Fourth, since the devices used in the hot spot could have a form factor different from the form factor that the applications are designed for, a transcoding functionality could also be included within the CWG.

#### CWG Deployment Using SGSN Emulation

CWG deployment using SGSN emulation is now described. This alternative approach lets the CWG function as an SGSN. One advantage of this approach is that it avoids the need to process the Gb interface and the frame relay connection. This is of advantage because of the reduced complexity as well as the reduced overhead of additional protocol layers. Also, this design leverages a lot of the core SGSN functionality, which is well-defined.

FIGURE 14 illustrates the system architecture for the CWG 54" through SGSN emulation. The CWG 54" emulates an SGSN 18 on the GPRS network side and an IP interface on the wireless LAN side. The CWG 54" implements a Gn interface to communicate with other SGSNs 18 and GGSN 22 over the GTP protocol. It also interfaces with the HLR 20 over the Gr

interface to get authentication information.

On the LAN side, traffic from the hotspot is directed through the CWG following a network aggregator. The network aggregator can have a dedicated link that connects to the CWG.

5           FIGURE 15 illustrates the operation principle of the CWG 54". The CWG connects to 802.11 hotspots and appears to be a SGSN from the GPRS network point of view. As a user moves from the WAN to the LAN, he attaches to the hotspot. This routes traffic to the CWG 54". The CWG authenticates the user as if it were authenticating a GPRS user by doing a  
10 GPRS attach. It receives authentication information from the terminal similar to the case described in the BS emulation approach. The CWG works with the SGSN 18 to manage a handoff, since to the other SGSN it appears that the user is just moving to a different SGSN.

As shown in FIGURE 16, the CWG 54" interfaces with the SGSN 18  
15 over a Gn link. It also connects to the GGSN 22, HLR 20 and other components in the GPRS network as a SGSN. On the hotspot side, it receives hotspot data over a dedicated link coming from the hotspot.

#### CWG Deployment Through a GGSN Interface

FIGURE 17 shows an alternate system architecture for the CWG  
20 where the CWG connects to the GPRS network through the public Internet. This architecture allows the carrier and the hotspot operator to integrate the LAN and WAN networks without having to deploy additional connections from the CWG to the SGSN. Accordingly, one advantage of this architecture is its ease of deployment.

This architecture comprises three components: the CWG, software modules associated with traffic aggregators in the hotspot, and client software on the MS.

The CWG 54''' is attached to the public Internet side of the GGSN 22.

- 5 The CWG can be attached to the GGSN, along with other servers that it typically hosts. The CWG 54''' is responsible for communication with the clients in the hot spot locations. It receives authentication requests from the MS 10, authenticates the user with the GPRS network 52, and then allows traffic to be pushed to the MS 10 in the hotspot 50.
- 10 Software modules associated with traffic aggregators 80 in the hotspot are responsible for gating access to the network before the 802.11 user is authenticated. The traffic from multiple mini hotspots is typically aggregated somewhere in the wireless hot spot operators' network before being sent out on the public Internet. Similarly, in the mega hotspot,
- 15 concentration devices 82 (e.g., Cisco's Broadband service manager BBSM) collect all the traffic from the mega hotspot before routing it to the public Internet. In both these cases, there is need to first authenticate the user with the WAN before the traffic can go through. The GGSN-based CWG design addresses this through a small software module that is added to the existing
- 20 hotspot aggregation software. This software could be either integrated into the existing hotspot aggregation software or provided through a separate device. In FIGURE 17, this is shown as the shaded part in the mega hotspot and the small box for the mini hot spot aggregation point.

- Client software on the mobile station includes the information
- 25 downloaded by the operator as in the case of the CWG deployment previously described. This software communicates with the CWG to authenticate the user with the GPRS network.

The system operation logic is described in FIGURE 18. Traffic from the 802.11 cell is routed over the public Internet to the CWG 54", which is connected to the GGSN 22. The CWG 54" uses the GGSN 22 to get authentication information from the HLR 20 and passes that back to the MS  
5 10 in the hotspot.

In this architecture, the CWG logically emulates the MS and parts of the SGSN functionality.

The interfaces for the GGSN-based CWG 54" deployment solution are shown in FIGURE 19. For the mini hotspot, the software module is  
10 added to the aggregator. This communicates over TCP/IP over the public Internet to the CWG 54". The CWG communicates to the HLR 20 through the GGSN 22. The CWG functionality is to emulate parts of the MS and the SGSN functions. For the mega hotspot, the software module is added to the aggregation software and communicates with the CWG as before.

15 The call flow for the authentication process is shown in FIGURE 20. Traffic from the user MS 10 goes to the aggregator software 80. This blocks traffic until the user is authenticated. The client software accesses the CWG 54", which communicates with the GGSN 22 and HLR 20 to authenticate the user. Once the user is authenticated, data transfer is enabled. PDP  
20 context activation takes place in generally the same way.

Having described preferred embodiments of the present invention, it should be apparent that modifications can be made without departing from the spirit and scope of the invention.



### Claims

1. A converged network accessible by wireless client devices,  
comprising:

a wide area wireless network;

5 a local area wireless network; and

a gateway linked to said wide area wireless network and to  
said local area wireless network for integrating access to said networks by  
said wireless client devices.

2. The converged network of Claim 1 further comprising a single  
10 authentication system for authenticating use of said wireless client devices  
in said local and wide area wireless networks.

3. The converged network of Claim 2 wherein said  
authentication system is maintained by an operator of the wide area  
wireless network.

4. The converged network of Claim 1 further comprising a single  
15 accounting system for billing users of said wireless client devices.

5. The converged network of Claim 4 wherein said accounting  
system is maintained by an operator of the wide area wireless network.

6. The converged network of Claim 1 wherein services available  
20 from the wide area network are accessible to users of said wireless client  
devices in the local area network.

7. The converged network of Claim 6 wherein said services comprise applications.

8. The converged network of Claim 1 wherein said gateway provides generally seamless session integration for wireless client devices moved between respective coverage areas for said local and wide area networks.

9. The converged network of Claim 1 wherein said gateway connects to an SGSN in the wide area wireless network and emulates a base station or packet control unit of said wide area wireless network.

10. The converged network of Claim 1 wherein said gateway is connected to an edge router in said local area wireless network.

11. The converged network of Claim 1 wherein said gateway is deployed at an ISP POP or data center.

12. The converged network of Claim 1 wherein said gateway is hosted on the Internet.

13. The converged network of Claim 1 wherein said gateway is deployed in proximity to an SGSN in the wide area wireless network.

14. The converged network of Claim 1 wherein said gateway connects to a GGSN in the wide area wireless network and emulates an SGSN in the wide area wireless network.

15. The converged network of Claim 1 wherein said gateway connects to a GGSN in the wide area wireless network through the Internet.

16. The converged network of Claim 1 wherein said wide area wireless network is a GPRS or 1XRTT network.

17. The converged network of Claim 1 wherein said wide area wireless network is a 1XRTT network, and wherein said gateway connects  
5 to a PDSN in the wide area wireless network and emulates a BS in the wide area wireless network.

18. The converged network of Claim 1 wherein said wide area wireless network is a 1XRTT network, and wherein said gateway connects to a PDSN in the wide area wireless network over the Internet.

10 19. The converged network of Claim 1 wherein said local area wireless network is an 802.11 network.

20. The converged network of Claim 1 wherein said gateway broadcasts beacon messages in a coverage area of said local area wireless network to said wireless client devices.

15 21. The converged network of Claim 1 wherein said local area wireless network has a coverage area that is at least partially within a coverage area of said wide area wireless network.

22. A gateway for converging access by wireless client devices to a wide area wireless network and a local area wireless network, said  
20 gateway being linked to said wide area wireless network and to said local area wireless network and emulating an interface in the wide area wireless network.

23. The gateway of Claim 22 wherein said gateway provides

generally seamless session integration for wireless client devices moved between respective coverage areas for said local and wide area wireless networks.

24. The gateway of Claim 22 wherein said gateway connects to an SGSN in the wide area wireless network and emulates a base station or packet control unit of said wide area wireless network.

25. The gateway of Claim 22 wherein said gateway is connected to an edge router in said local area wireless network.

26. The gateway of Claim 22 wherein said gateway is deployed at an ISP POP or data center.

27. The gateway of Claim 22 wherein said gateway is hosted on the Internet.

28. The gateway of Claim 22 wherein said gateway is deployed in proximity to an SGSN in the wide area wireless network.

29. The gateway of Claim 22 wherein said gateway connects to a GGSN in the wide area wireless network and emulates an SGSN in the wide area wireless network.

30. The gateway of Claim 22 wherein said gateway connects to a GGSN in the wide area wireless network through the Internet.

31. The gateway of Claim 22 wherein said wide area wireless network is a GPRS or 1XRTT network.

32. The gateway of Claim 22 wherein said wide area wireless network is a 1XRTT network, and wherein said gateway connects to a PDSN in the wide area wireless network and emulates a BS in the wide area wireless network.

5 33. The gateway of Claim 22 wherein said wide area wireless network is a 1XRTT network, and wherein said gateway connects to a PDSN in the wide area wireless network over the Internet.

34. The gateway of Claim 22 wherein said local area wireless network is an 802.11 network.

10 35. The gateway of Claim 22 wherein said gateway broadcasts beacon messages in a coverage area of said local area wireless network to said wireless client devices.

36. The gateway of Claim 22 wherein said local area wireless network has a coverage area that is at least partially within a coverage area  
15 of said wide area wireless network.

37. A method of operating a wide area wireless network to provide users of wireless client devices integrated access to the wide area wireless network and to a local area wireless network, comprising:

20 detecting the presence of a wireless client device in a coverage area of the local area wireless network;

authenticating the user of the wireless client device; and

enabling the user to access the local and wide area wireless networks

when authenticated.

38. The method of Claim 37 further comprising billing the user for accessing the local area and wide area wireless networks.

39. The method of Claim 37 wherein enabling the user to access  
5 the local and wide area wireless networks comprises enabling the user to access services hosted on the wide area wireless network through the local area wireless network.

40. The method of Claim 37 wherein enabling the user to access  
10 the local and wide area wireless networks comprises providing session integration for users moving between respective coverage areas of said wide area and local area wireless networks.

41. The method of Claim 37 wherein authenticating the user  
15 comprises broadcasting beacon messages in a coverage area of said local area wireless network and, in response, receiving authentication information from said wireless client device.

42. The method of Claim 37 further comprising downloading  
client software on the wireless client devices for managing sessions between the local area and wide area wireless networks.

43. A converged network accessible by wireless client devices,  
20 comprising:

a wide area wireless network;

a local area wireless network; and

means for authenticating users of said wireless client devices for integrated access to said networks.

44. A converged network accessible by wireless client devices, comprising:

5 a wide area wireless network;

a local area wireless network; and

means for billing users of said wireless client devices for integrated access to said networks.

10 45. A converged network accessible by wireless client devices, comprising:

a wide area wireless network;

a local area wireless network; and

15 means for integrating access to said local and wide area wireless networks by said wireless client devices such that services available from the wide area wireless network are accessible to users of said wireless client devices operating in the local area wireless network.

46. A converged network accessible by wireless client devices, comprising:

a wide area wireless network;

a local area wireless network; and

means for providing generally seamless session integration for wireless client devices moving between respective coverage areas for said local and wide area wireless networks.



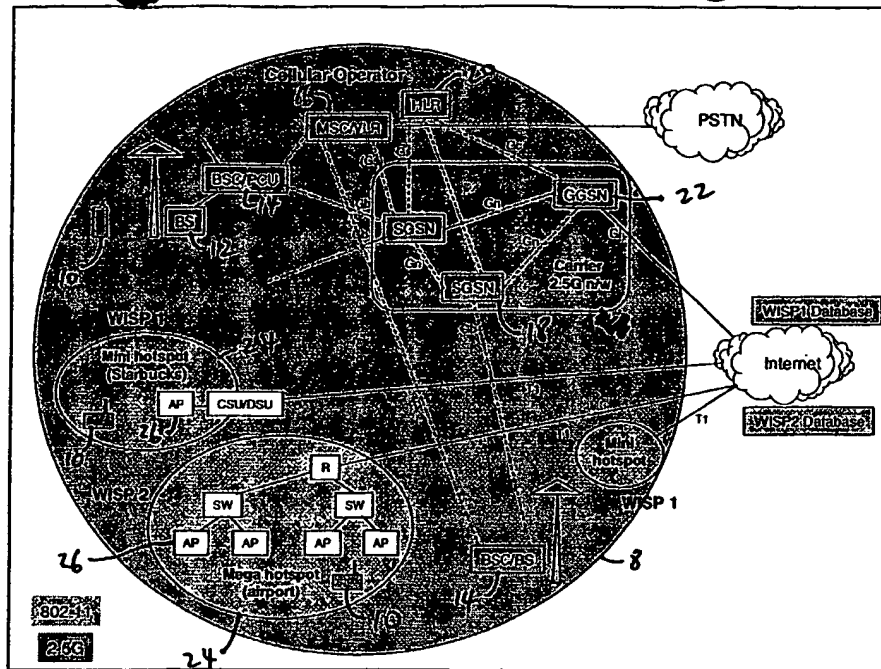


Figure 1  
(Prior Art)

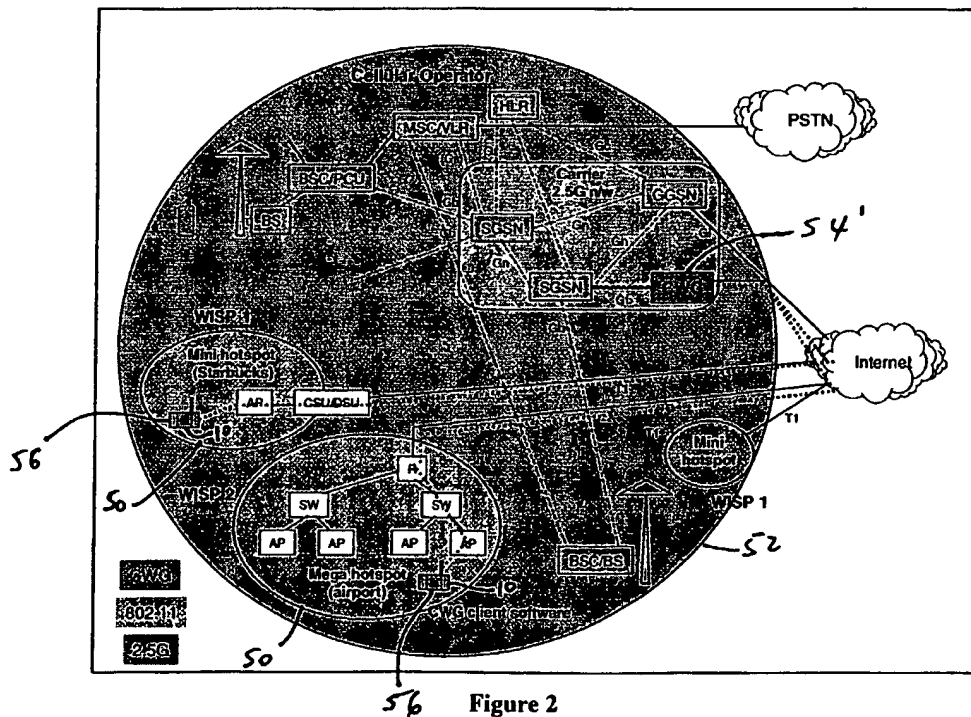


Figure 2

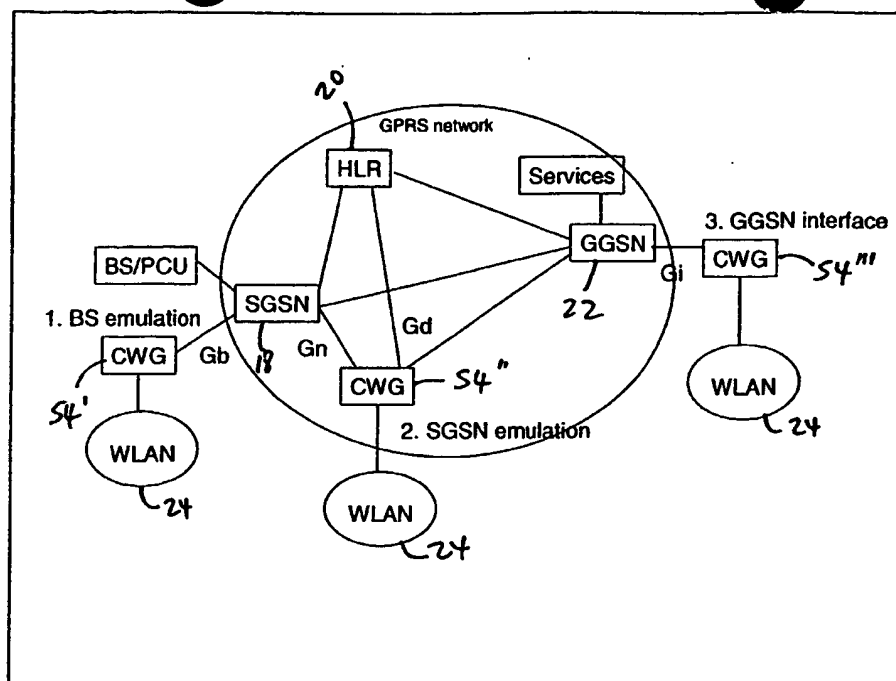


Figure 3

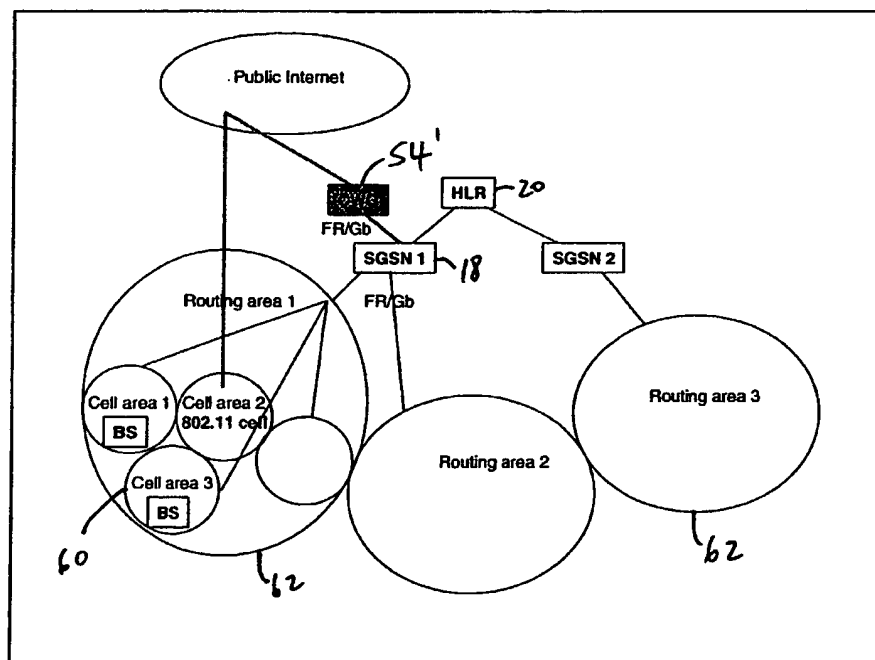


Figure 4

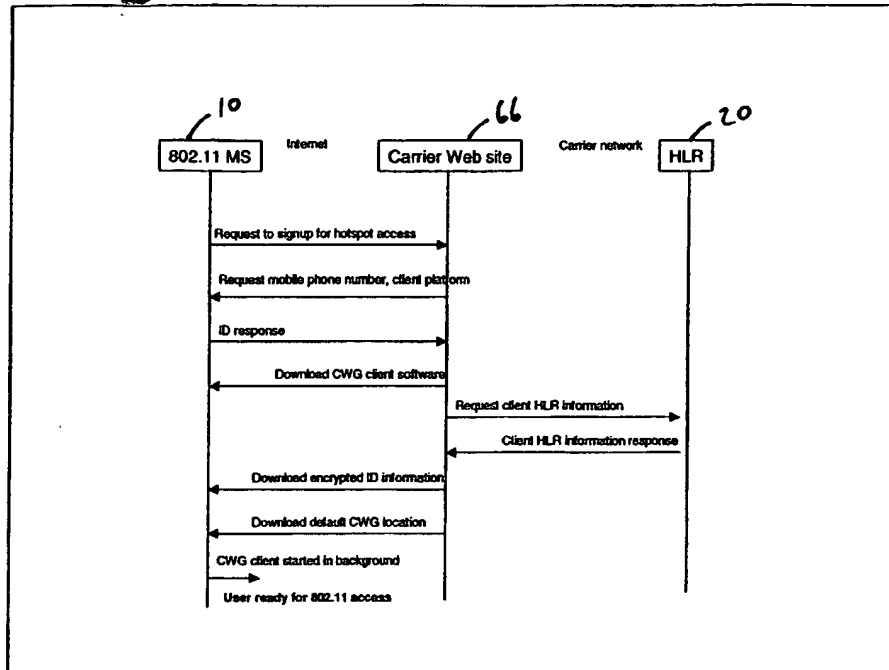


Figure 5

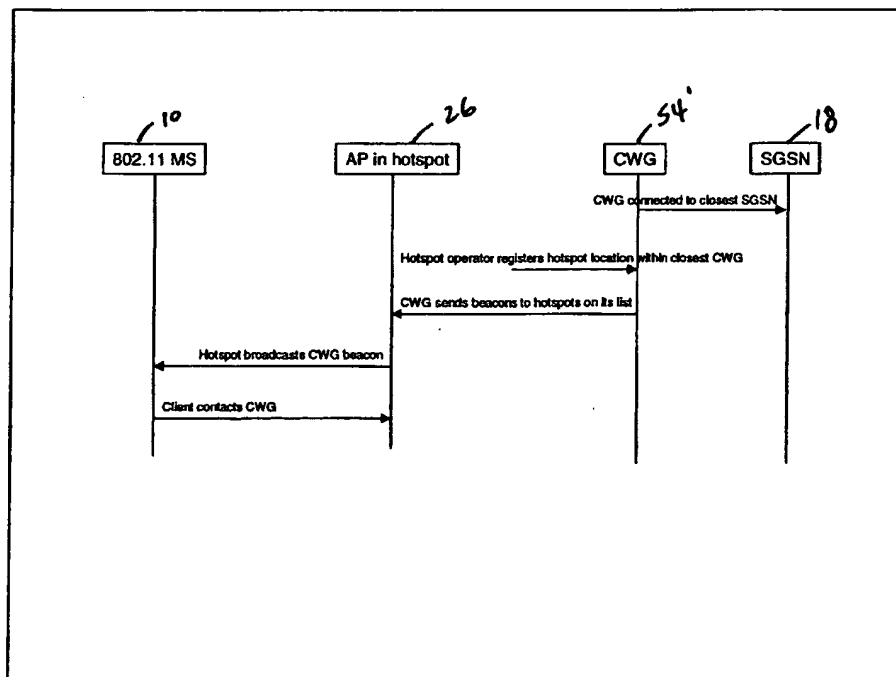


Figure 6

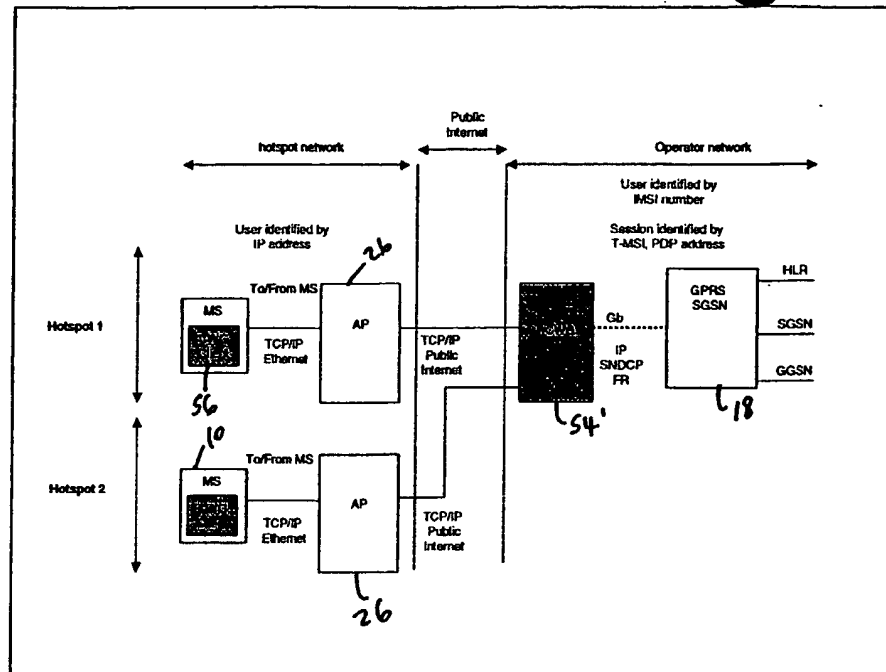


Figure 7

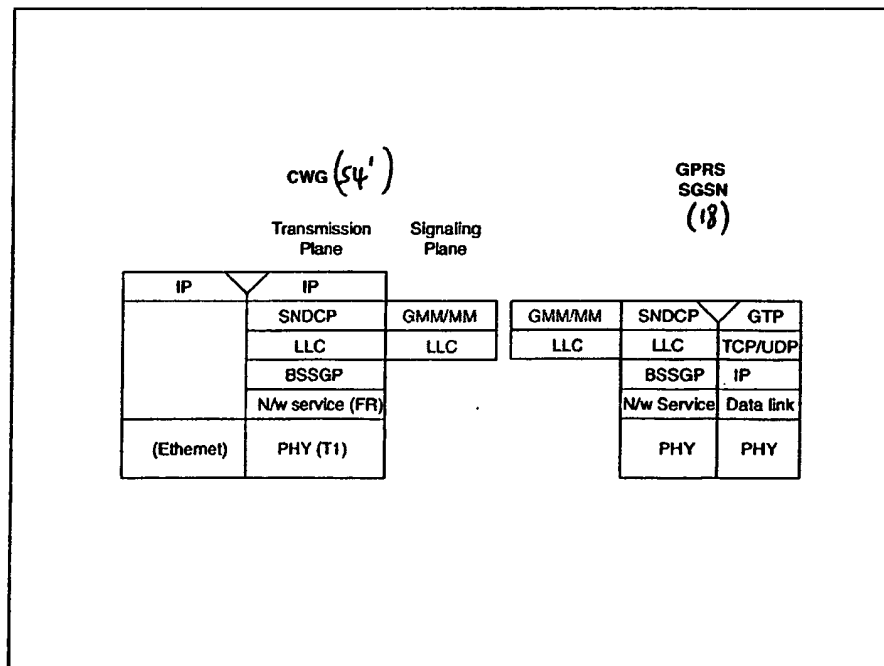


Figure 8

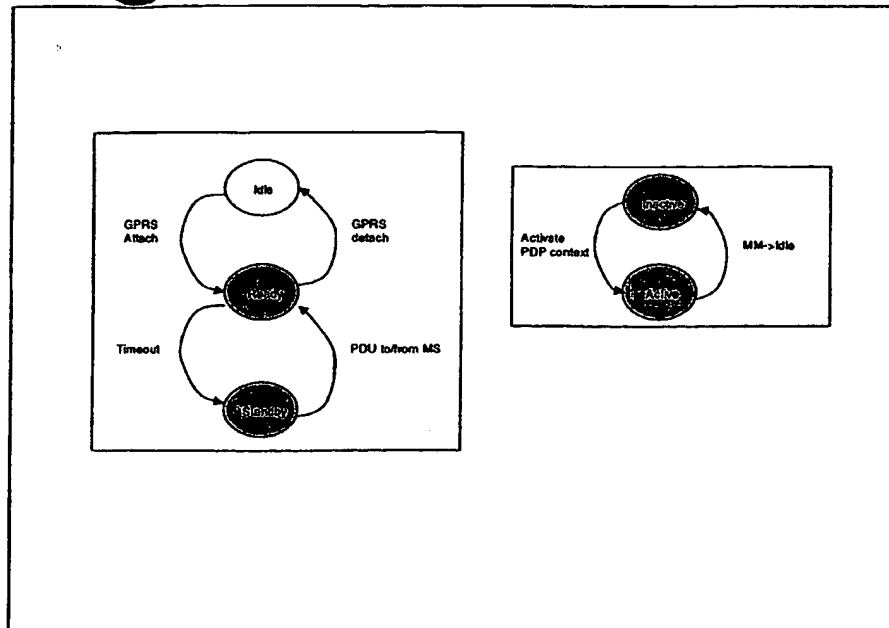


Figure 9

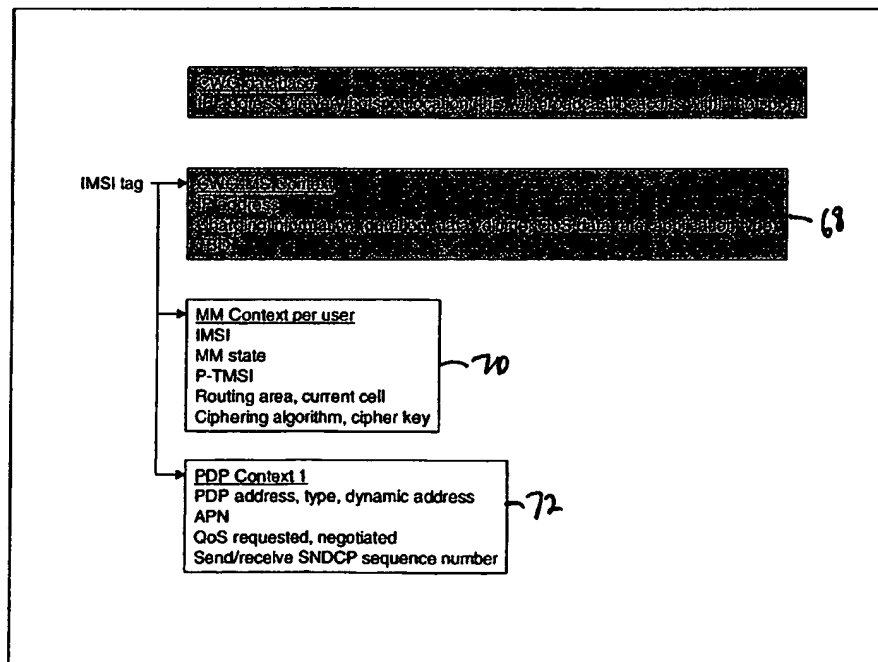


Figure 10

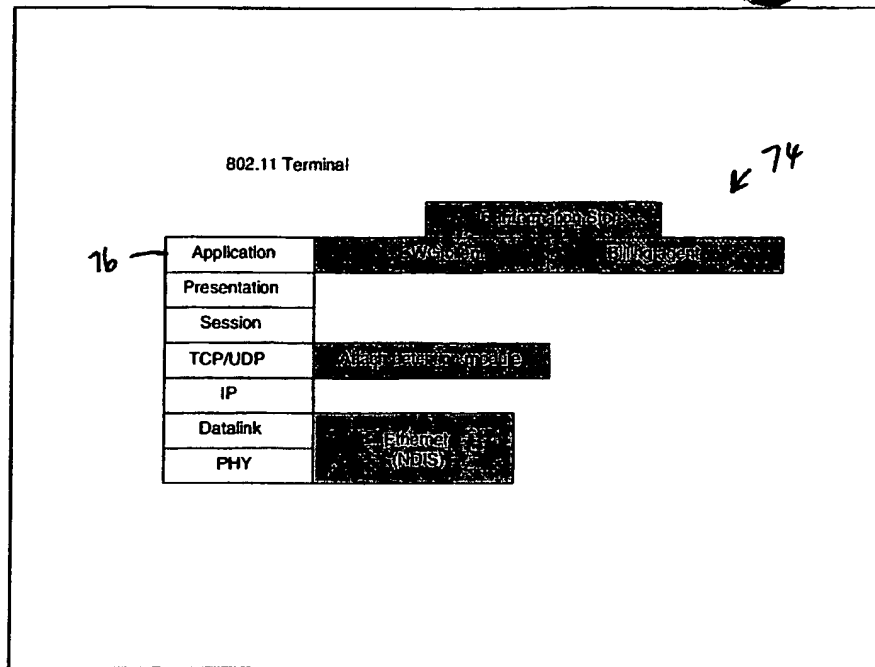


Figure 11

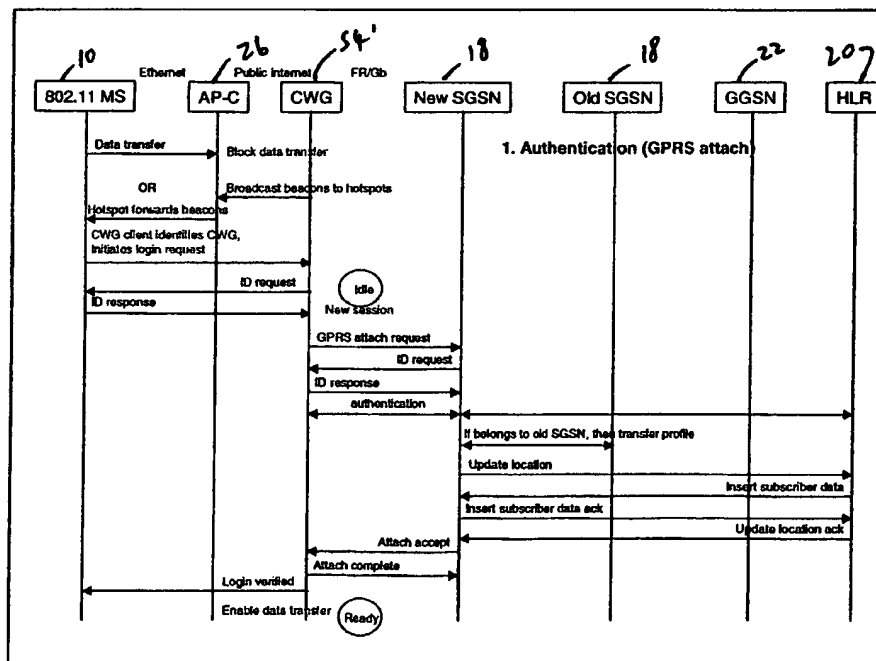
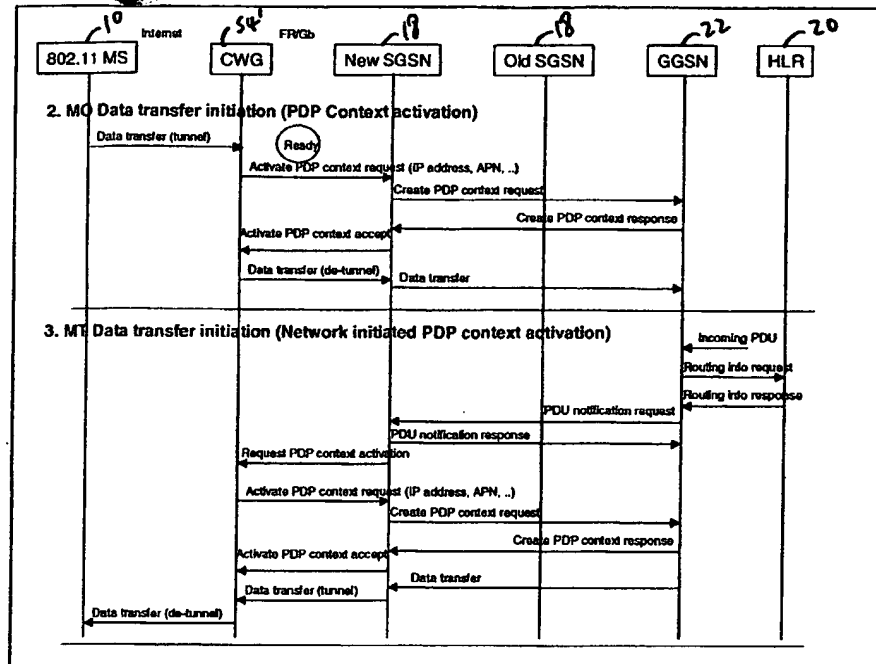
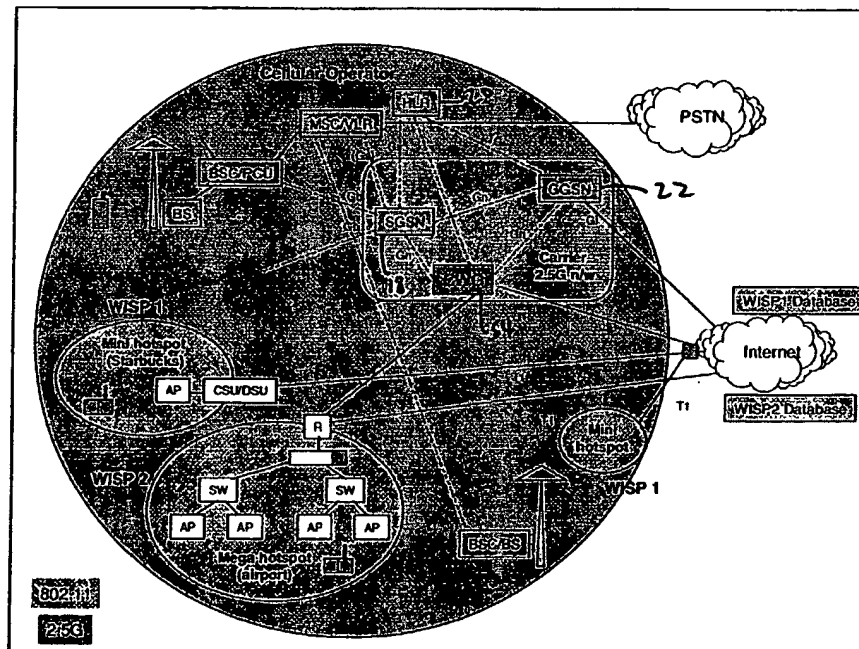


Figure 12



**Figure 13**



**Figure 14**

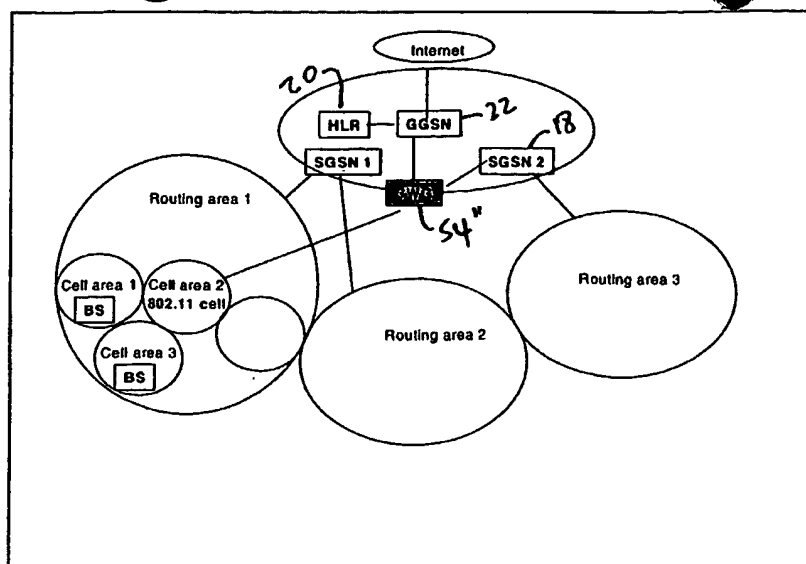


Figure 15

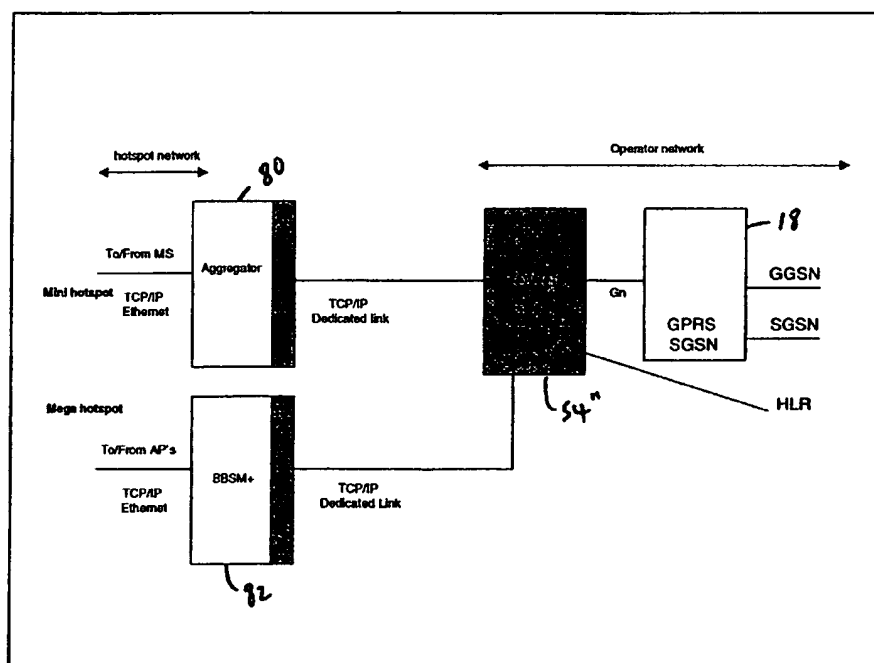


Figure 16



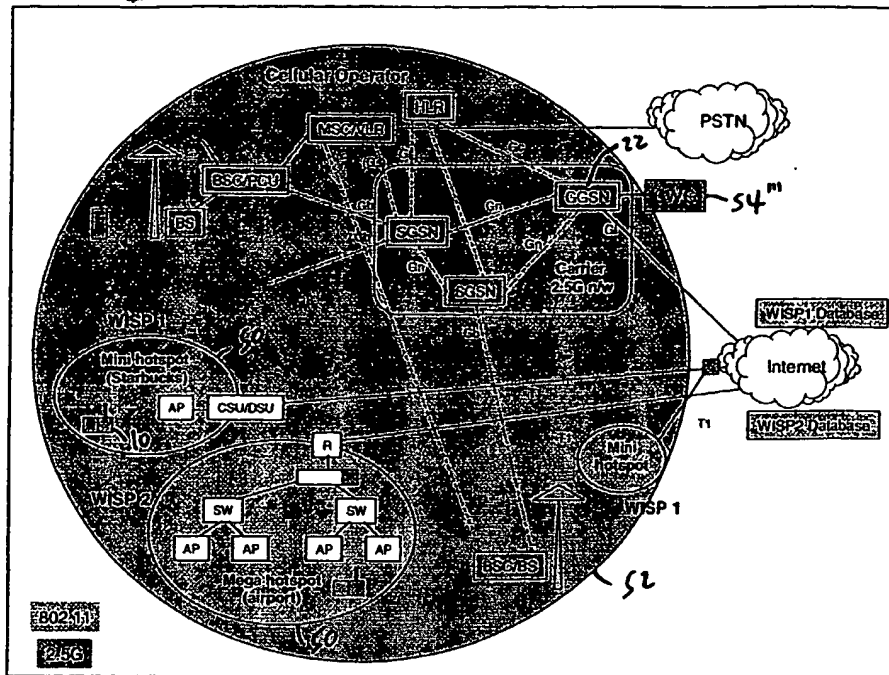


Figure 17

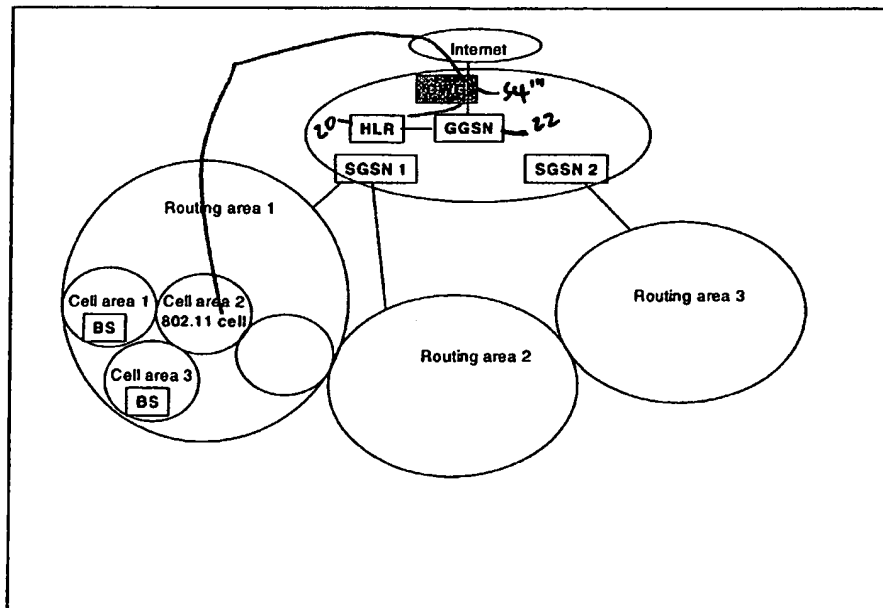


Figure 18

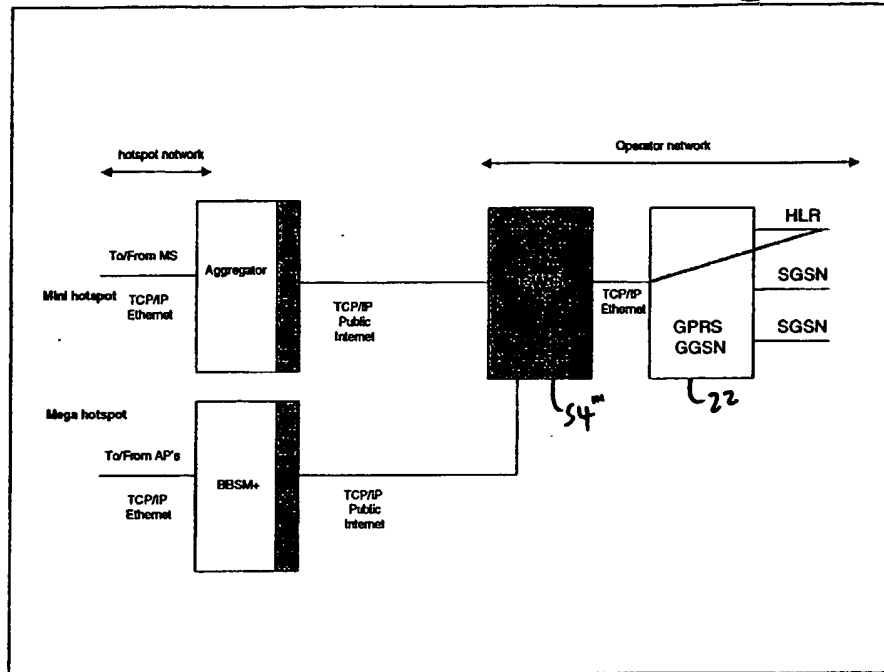


Figure 19

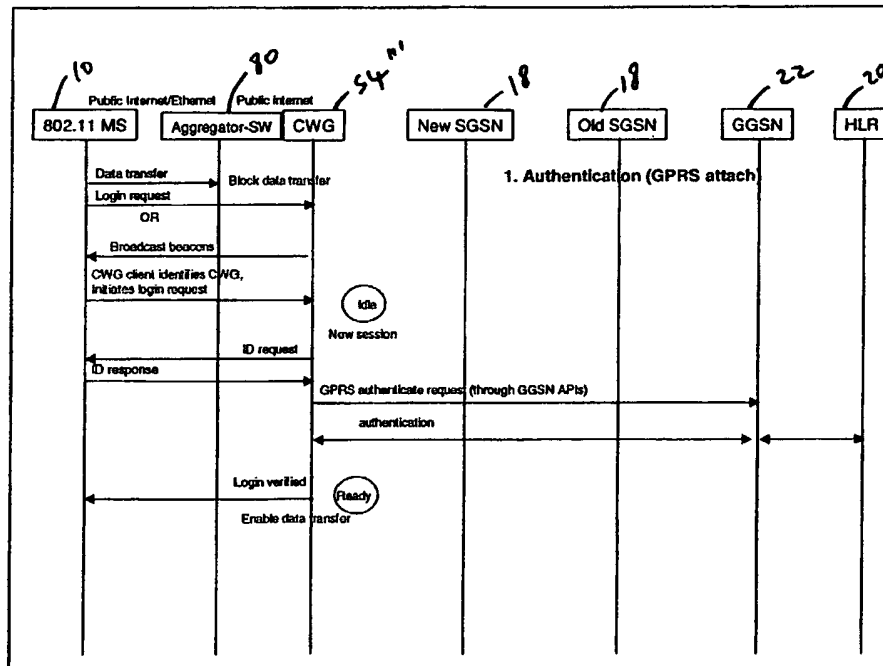


Figure 20

# INTERNATIONAL SEARCH REPORT

International application No.  
PCT/US02/19137

## A. CLASSIFICATION OF SUBJECT MATTER

IPC(7) : H04L 12/66, 12/28; H04Q 7/24, 7/00, 7/20

US CL : 370/352, 328, 338, 401; 455/432, 433, 406

According to International Patent Classification (IPC) or to both national classification and IPC

## B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 370/352, 328, 338, 401; 455/432, 433, 406

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched  
NONE

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

GPRS, GGSN, SGSN, AUTHENTICATE, GATEWAY

## C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A, P	US 6,389,008 B1 (LUPIEN et al.) 14 May 2002. See entire document.	1-46
A, P	US 6,317,421 B1 (WILHELMSSON et al.) 13 November 2001. See entire document.	1-46
A, P	US 6,256,498 B1 ( LUDWIG) 03 July 2001. See entire document.	1-46
X	US 6,061,346 A (NORDMAN) 09 May 2000, col.7, lines 25-50	1-46

☐ Further documents are listed in the continuation of Box C. ☐ See patent family annex.

* Special categories of cited documents:	"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"A" document defining the general state of the art which is not considered to be of particular relevance	"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
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"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)	"&" document member of the same patent family
"O" document referring to an oral disclosure, use, exhibition or other means	
"P" document published prior to the international filing date but later than the priority date claimed	

Date of the actual completion of the international search

07 SEPTEMBER 2002

Date of mailing of the international search report

05 OCT 2002

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